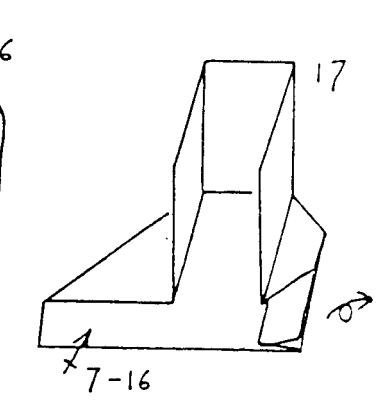
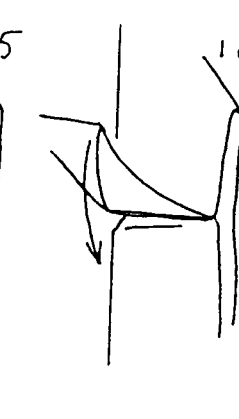
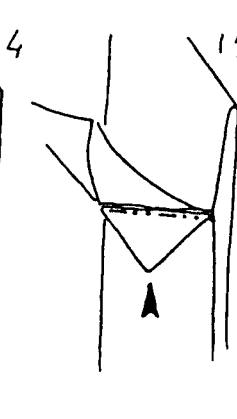
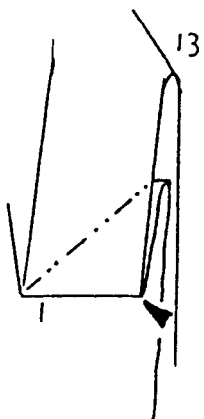
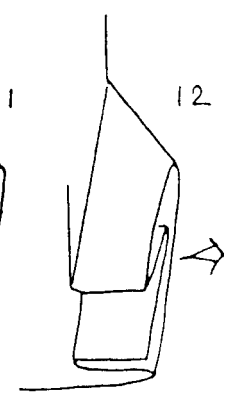
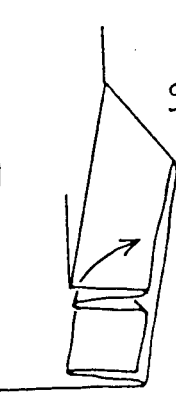
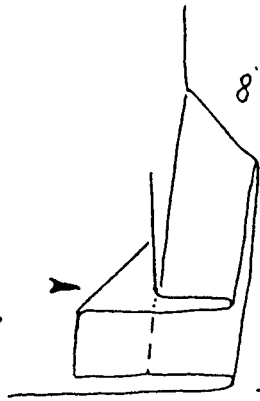
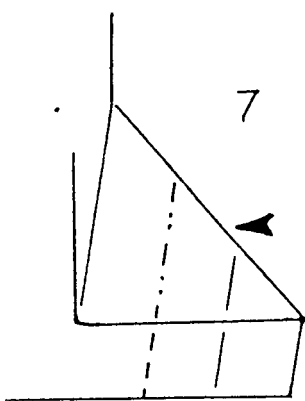
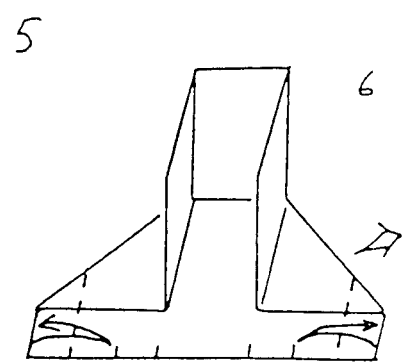
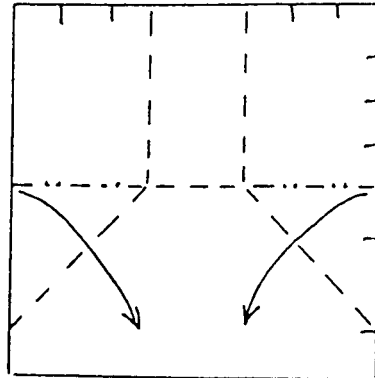
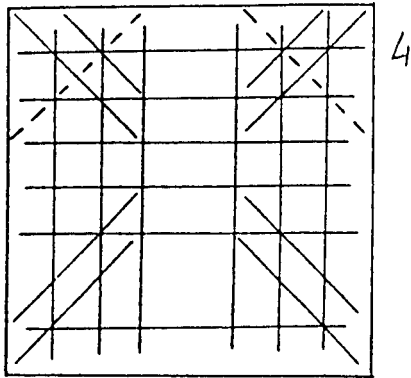
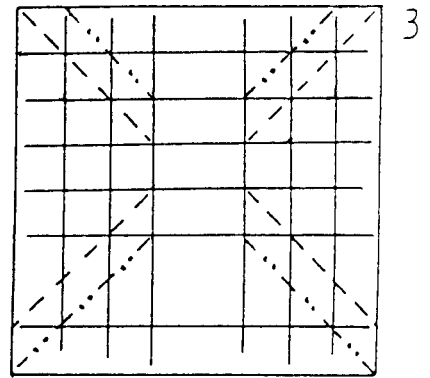
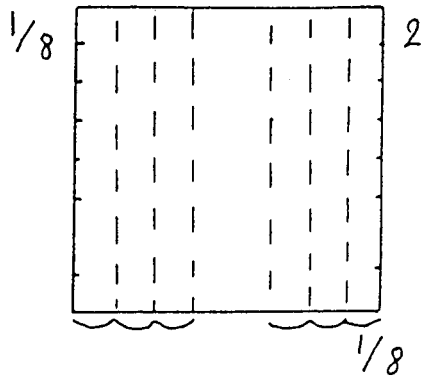
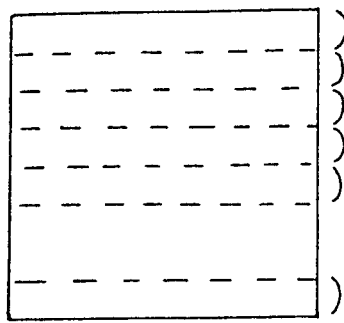
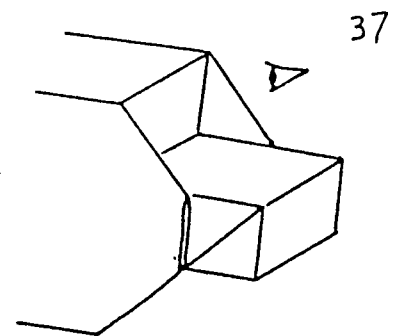
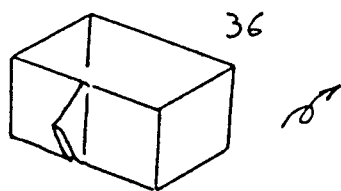
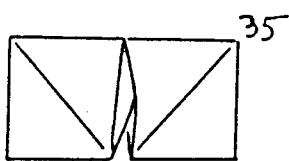
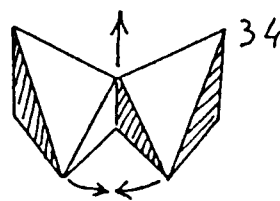
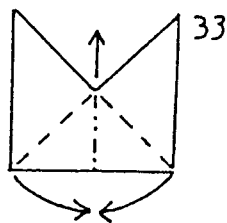
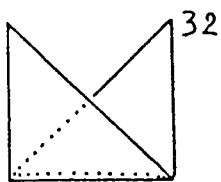
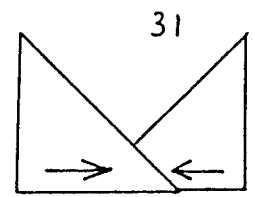
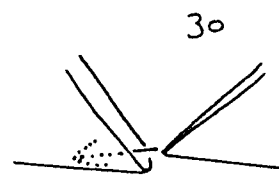
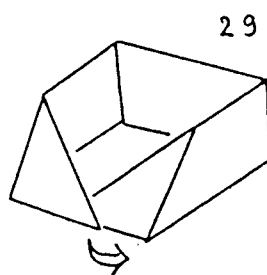
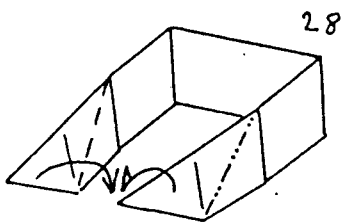
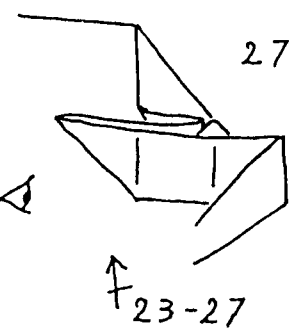
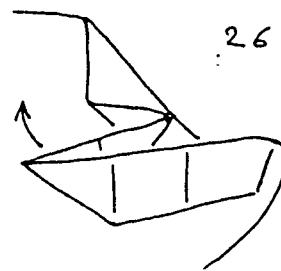
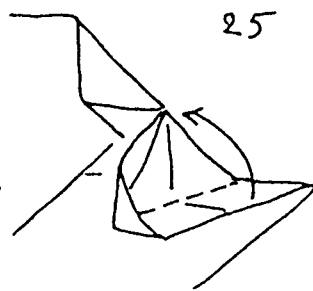
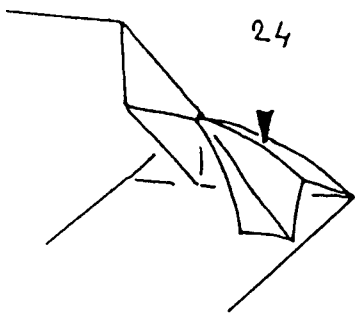
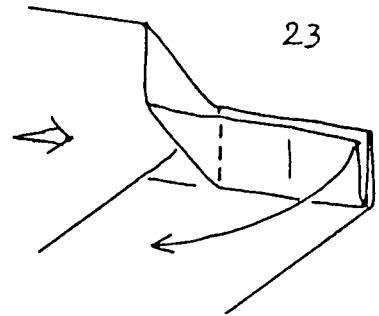
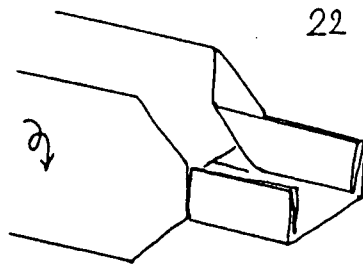
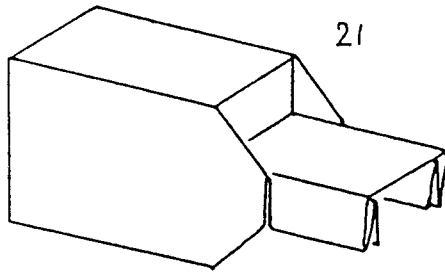
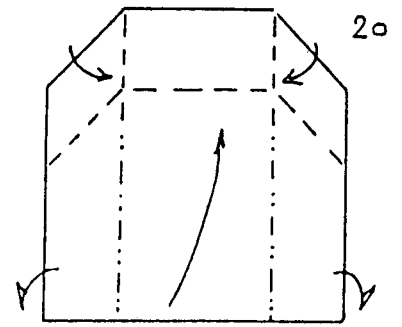
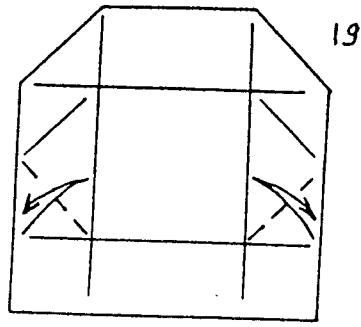
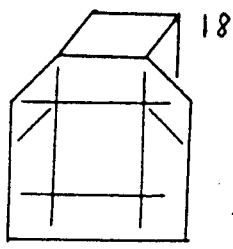
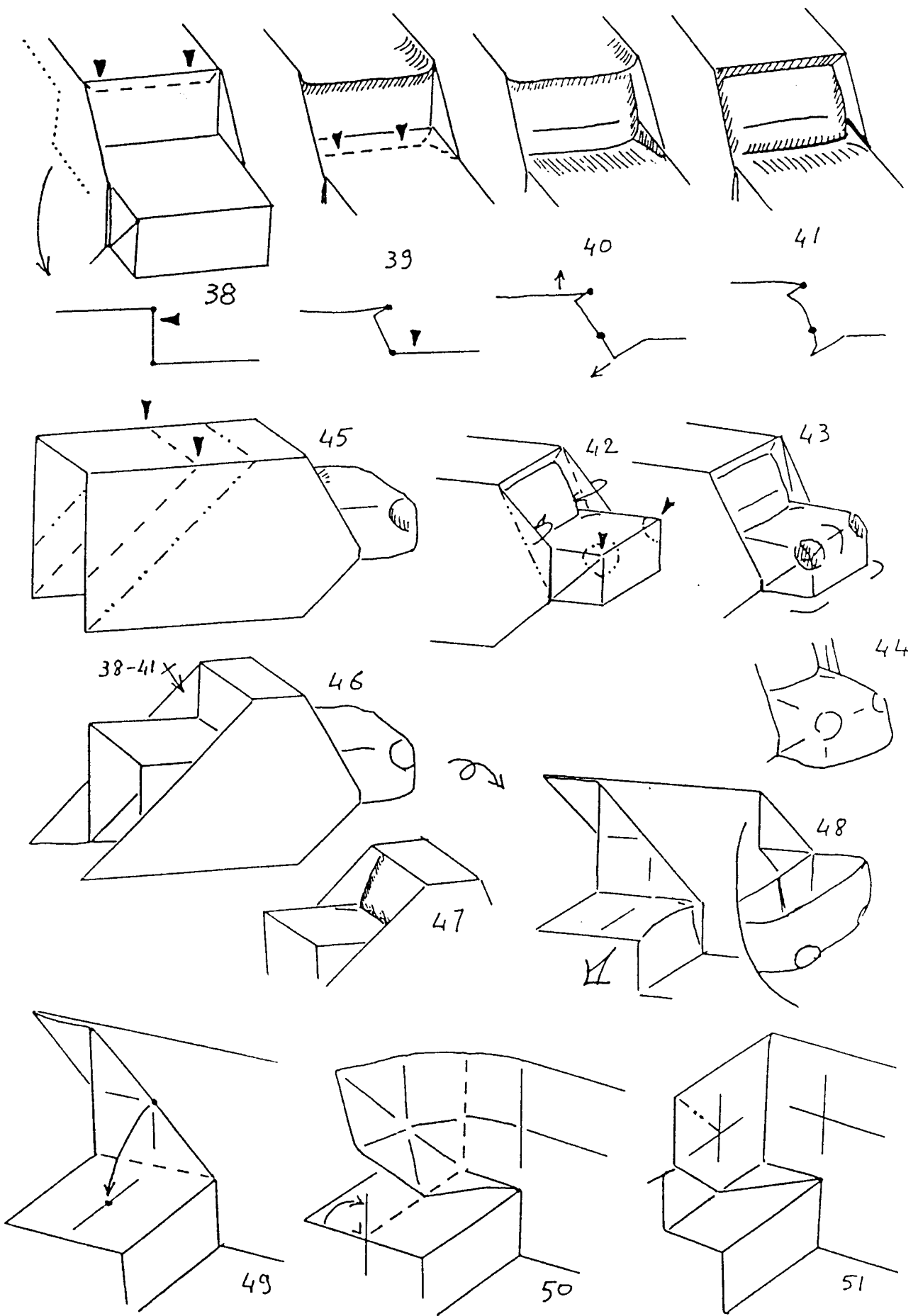


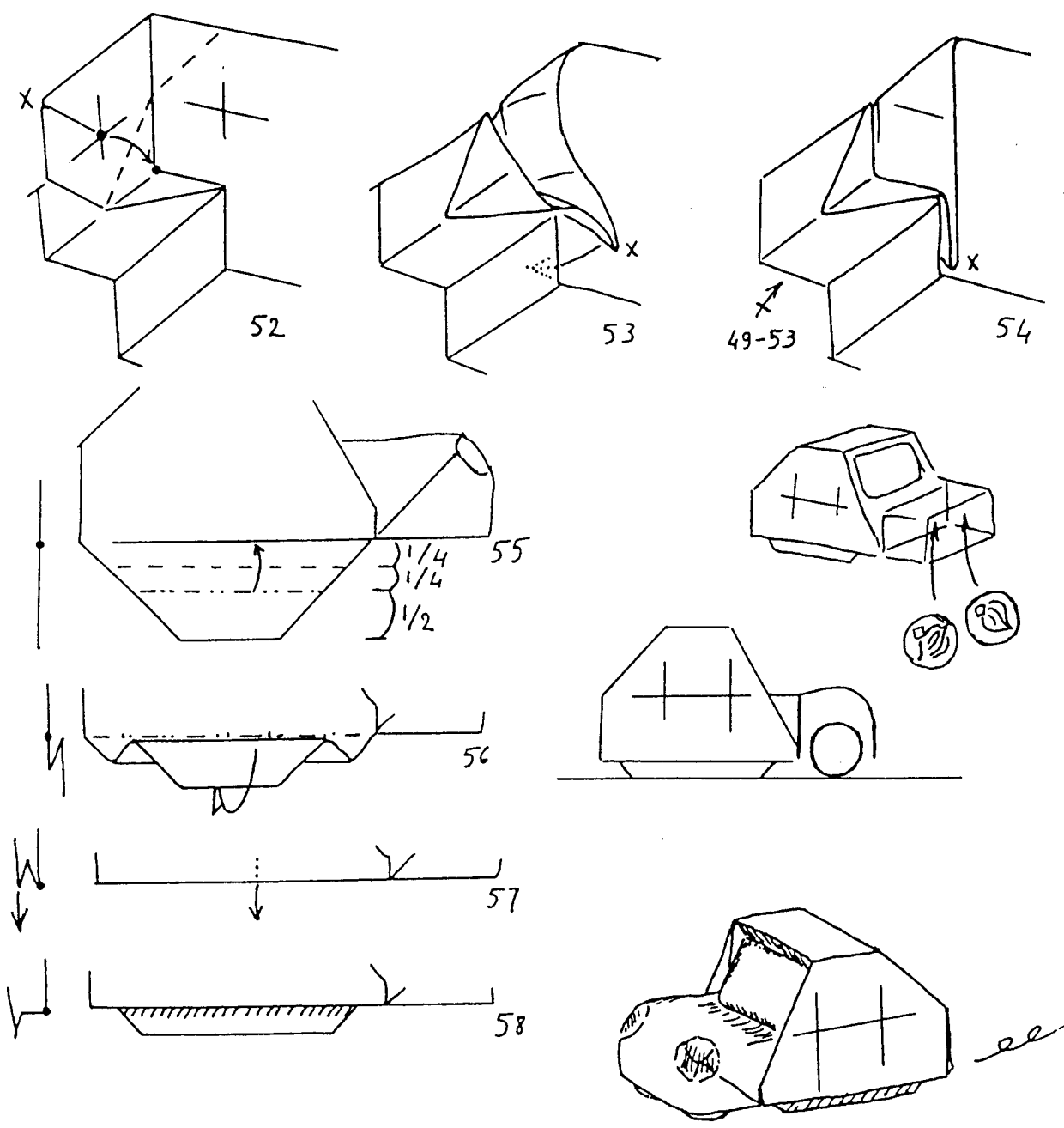
Toy Car

by Herman van Goubergen









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Use paper which is a bit heavier than kami. (I prefer paper which is coloured on one side and foil on the other side. I fold the car with the foil inside.)

Put 2 marbles in the front compartment (the engine). 15×15 cm paper will work with normal marbles. The car moves easier if the marbles are larger (heavier) but to minimize friction they should not touch the sides of the engine compartment.

Put the car on a serving tray or a box top which you tilt to 'drive' the car. With practice you can make it follow quite complicated patterns. Tilting the tray very gently creates the illusion that the car moves by itself.

At the CDO convention, the games committee got together and constructed a track for the car, complete with hairpin bends and holes in the road which you had to steer around to avoid losing your marbles!

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